

[illegible]

```

RRRRRRRR PPPPPPPP GGGGGGGG MM MM 000000 VV VV EEEEEEEEE 222222
RRRRRRRR PPPPPPPP GGGGGGGG MM MM 000000 VV VV EEEEEEEEE 222222
RR RR RR PP PP GG MMM MMM 00 00 VV VV EE 22 22
RR RR RR PP PP GG MMM MMM 00 00 VV VV EE 22 22
RR RR RR PP PP GG MM MM MM 00 00 VV VV EE 22 22
RRRRRRRR PPPPPPPP GG MM MM 00 00 VV VV EEEEEEE 22
RRRRRRRR PPPPPPPP GG MM MM 00 00 VV VV EEEEEEE 22
RR RR PP PP GG GGGGGG MM MM 00 00 VV VV EE 22
RR RR PP PP GG GGGGGG MM MM 00 00 VV VV EE 22
RR RR PP PP GG GG MM MM 00 00 VV VV EE 22
RR RR PP PP GG GGGGGG MM MM 000000 VV VV EEEEEEEEE 2222222222
RR RR PP PP GGGGGG MM MM 000000 VV VV EEEEEEEEE 2222222222

```

```

LL          IIIIII          SSSSSSSS
LL          IIIIII          SSSSSSSS
LL          II            SS
LL          II            SS
LL          II            SS
LL          II            SS
LL          II            SSSSSS
LL          II            SSSSSS
LL          II            SS
LL          II            SS
LL          II            SS
LL          II            SS
LLLLLLLLLLLL IIIIII          SSSSSSSS
LLLLLLLLLLLL IIIIII          SSSSSSSS

```

(2)	50	HISTORY	; Detailed Current Edit History
(3)	58	DECLARATIONS	
(4)	88	RPG\$AB_MOVE_2	

RPG\$AB\_MOVE\_2  
1-002

K 16  
MOVE character to numeric translate tabl 16-SEP-1984 02:11:56 VAX/VMS Macro V04-00  
6-SEP-1984 11:41:18 [RPGRTL.SRC]RPGMOVE2.MAR;1

Page 1  
(1)

```
0000 1
0000 2      .TITLE  RPG$AB_MOVE_2      MOVE character to numeric translate table
0000 3      .IDENT  /1-0027           ; File: RPGMOVE2.MAR
0000 4
0000 5
0000 6 *****
0000 7 *
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0000 25 *
0000 26 *
0000 27 *****
0000 28
0000 29 FACILITY: RPG LIBRARY SUPPORT
0000 30 ++
0000 31 ABSTRACT:
0000 32      This module contains the translation table for alphanumeric to numeric
0000 33      conversion using the MOVTC instruction.
0000 34
0000 35
0000 36 --
0000 37
0000 38 VERSION: 1
0000 39
0000 40 HISTORY:
0000 41
0000 42 AUTHOR:
0000 43      Leo Treggiari, 7-Mar-1983
0000 44
0000 45 MODIFIED BY:
0000 46
0000 47
0000 48
```



RPG\$AB\_MOVE\_2  
1-002

L 16  
MOVE character to numeric translate tabl 16-SEP-1984 02:11:56 VAX/VMS Macro V04-00 Page 2  
HISTORY ; Detailed Current Edit History 6-SEP-1984 11:41:18 [RPGRTL.SRC]RPGMOVE2.MAR;1 (2)

0000 50 .SBTTL HISTORY ; Detailed Current Edit History  
0000 51  
0000 52  
0000 53 ; Edit History for Version 1 of RPGMOVE2  
0000 54 :  
0000 55 : 1-001 Original.  
0000 56 : 1-002 - Reference \_RPG\$CODE psect.

LPT 7-Mar-1983  
DG 11-July-1983

RPG\$AB\_MOVE\_2  
1-002

MOVE character to numeric translate tabl  
DECLARATIONS

M 16

16-SEP-1984 02:11:56  
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VAX/VMS Macro V04-00  
[RPGRTL.SRC]RPGMOVE2.MAR;1

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```
0000 58 .SBTTL DECLARATIONS
0000 59
0000 60 :
0000 61 : INCLUDE FILES:
0000 62 :
0000 63 :
0000 64 :
0000 65 : EXTERNAL SYMBOLS:
0000 66 : NONE
0000 67 :
0000 68 :
0000 69 :
0000 70 : MACROS:
0000 71 : NONE
0000 72 :
0000 73 :
0000 74 :
0000 75 : PSECT DECLARATIONS:
00000000 76 : .PSECT _RPG$CODE PIC, SHR, LONG, EXE, NOWRT
0000 77 :
0000 78 :
0000 79 : EQUATED SYMBOLS:
0000 80 : NONE
0000 81 :
0000 82 :
0000 83 :
0000 84 : OWN STORAGE:
0000 85 : NONE
0000 86 :
```

```
0000 88 .SBTTL RPG$AB_MOVE_2
0000 89
0000 90 :++
0000 91 : FUNCTIONAL DESCRIPTION:
0000 92 :
0000 93 : This is the alphnumeric to numeric translation table.
0000 94 :
0000 95 :--
0000 96
0000 97 RPG$AB_MOVE_2::
30 30 30 30 30 30 30 30 0000 98 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 0008 99 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 0010 100 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 0018 101 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 7D 30 0020 102 .BYTE ^X30,^X7D,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 0028 103 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
37 36 35 34 33 32 31 30 0030 104 .BYTE ^X30,^X31,^X32,^X33,^X34,^X35,^X36,^X37
30 30 30 30 30 7D 39 38 0038 105 .BYTE ^X38,^X39,^X7D,^X30,^X30,^X30,^X30,^X30
37 36 35 34 33 32 31 30 0040 106 .BYTE ^X30,^X31,^X32,^X33,^X34,^X35,^X36,^X37
4F 4E 4D 4C 4B 4A 39 38 0048 107 .BYTE ^X38,^X39,^X4A,^X4B,^X4C,^X4D,^X4E,^X4F
30 30 30 30 30 52 51 50 0050 108 .BYTE ^X50,^X51,^X52,^X30,^X30,^X30,^X30,^X30
30 30 7D 30 30 30 30 30 0058 109 .BYTE ^X30,^X30,^X30,^X30,^X30,^X7D,^X30,^X30
30 30 30 30 30 30 30 30 0060 110 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 0068 111 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 0070 112 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 7D 30 30 30 30 30 0078 113 .BYTE ^X30,^X30,^X30,^X30,^X30,^X7D,^X30,^X30
30 30 30 30 30 30 30 30 0080 114 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 0088 115 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 0090 116 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 0098 117 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00A0 118 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00A8 119 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00B0 120 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00B8 121 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00C0 122 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00C8 123 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00D0 124 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00D8 125 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00E0 126 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00E8 127 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00F0 128 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00F8 129 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
0100 130 :
0100 131 .END
```



RPG\$AB\_MOVE\_2  
Symbol table

MOVE character to numeric translate tabl 16-SEP-1984 02:11:56 VAX/VMS Macro V04-00  
6-SEP-1984 11:41:18 [RPGRTL.SRC]RPGMOVE2.MAR;1

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RPG\$AB\_MOVE\_2 00000000 RG 01

+-----+  
! Psect synopsis !  
+-----+

PSECT name	Allocation	PSECT No.	Attributes															
ABS	00000000 ( 0.)	00 ( 0.)	NOPIC	USR	CON	ABS	LCL	NOSHR	NOEXE	NORD	NOWRT	NOVEC	BYTE					
RPG\$CODE	00000100 ( 256.)	01 ( 1.)	PIC	USR	CON	REL	LCL	SHR	EXE	RD	NOWRT	NOVEC	LONG					

+-----+  
! Performance indicators !  
+-----+

Phase	Page faults	CPU Time	Elapsed Time
Initialization	17	00:00:00.08	00:00:00.43
Command processing	95	00:00:00.66	00:00:03.44
Pass 1	62	00:00:00.66	00:00:02.99
Symbol table sort	0	00:00:00.00	00:00:00.00
Pass 2	39	00:00:00.31	00:00:01.58
Symbol table output	1	00:00:00.01	00:00:00.01
Psect synopsis output	2	00:00:00.01	00:00:00.01
Cross-reference output	0	00:00:00.00	00:00:00.00
Assembler run totals	218	00:00:01.74	00:00:08.70

The working set limit was 600 pages.  
2614 bytes (6 pages) of virtual memory were used to buffer the intermediate code.  
There were 10 pages of symbol table space allocated to hold 1 non-local and 0 local symbols.  
131 source lines were read in Pass 1, producing 8 object records in Pass 2.  
0 pages of virtual memory were used to define 0 macros.

+-----+  
! Macro library statistics !  
+-----+

Macro library name	Macros defined
_\$255\$DUA28:[SYSLIB]STARLET.MLB;2	0

0 GETS were required to define 0 macros.

There were no errors, warnings or information messages.

MACRO/ENABLE=SUPPRESSION/DISABLE=(GLOBAL,TRACEBACK)/LIS=LIS\$:RPGMOVE2/OBJ=OBJ\$:RPGMOVE2 MSRC\$:RPGMOVE2/UPDATE=(ENH\$:RPGMOVE2)



0331














































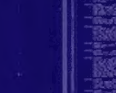








































































































































































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	RPGMSGTX LIS																
						DTE_DF03 MAP											
RPGMOVE3 LIS																	
			RPGSORT LIS														
	RPGOPEN LIS					RTPAD											
						CTDRIVER MAP											
																	
																	
						RTPAD MAP						RTPADMACS MAR					
RPGMSGPTR LIS																	
																	
						RPGVECTOR LIS											
	RPGPRINT LIS					RPGUPDATE LIS			RTDEF SDL		DTE_DF03 MAR		CTDRIVER LIS	